

Nintendo ENTERTAINMENT SYSTEM



CODEMASTERS™

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CODEMASTERS™ HELPLINE - 1 900 RESTART 1 900 737 8278

Calls cost \$1.75 for one first minute and 10 cents thereafter.

Phone the Codemasters Helpline for Hints, Tips and Mega Secrets™ that will help you play Stuntkids. If you are under 18, you **MUST** have your parents permission. Touchtone phones only.

HINTS AND SECRETS INCLUDE:

- EXTRA LIVES
- WORLD WARPS
- EXTRA TIME AND TURBOS



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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, e.g. a game in pause mode.

Camérica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.

GAME DOES NOT WORK OR PLAY?

CUSTOMER HELPLINE TOLL FREE

IN U.S.A. ONLY • 0-800-598-2096

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CAMERICA GAMES



Speedy Spike



Mad Brad

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Stuntkids: the game

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Stuntkids™

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Speedy Spike



Stunt truck

1 or 2 players must race across various set courses against the clock in one player mode, or against each other in a two player game.



one player race



two player challenge

Stuntkids: The game



Mud Brad



Select your route

1 player mode
There are five worlds to play through. Each world has 6 different possible courses to choose from, plus a bonus level at the end of each world. You start with three lives.



Select your level

2 player mode
Player 1 gets to choose three courses from a selection of twelve. Both players play against each other for the three courses. The winner being the player with the lowest overall time at the end of the game.

2



Speedy Spike

Controls



Wheelie



Slow Down



Go Faster



Lower Front Wheel

3

Mad Brad



Stuntkid
number one:
Flying by on
his super all
terrain bike

Mad Brad

4



Speedy Spike

Buttons

Turbo

Jump

START



5 Pause on:off

Mad Brad



Free-Range



Watch out! This fellow will try to knock you off your bike. You can use the Turbo to escape the falling eggs, or the yolk will be on you.

6



Speedy Spike

Playing Areas

Level types:

Here are the different level types and lists of the obstacles you will have to encounter.



Get ready and Go!



Tricky log ride

Countryside

Log poles

Slow

Rough ground

Slow

Rocks

Jump 'em or ride 'em slowly

Dips

Jump

Ramps

Can be jumped for extra height

Brick walls

Any speed

Tree Stump

Jump 'em or ride 'em slowly

Barrels

Slow + Do not jump on from a height

Barrel Poles

Very slow

Fences

Very slow

Barnabee



7

Mad Brad



Park

Picnic table

Slow

Slide

Slow

Water

Can't jump from

Lily pads

Use to jump on

Hydrant

Jump on

Sand pit

Slows you down

Tyre

Under!

Swings

Slow

Construction site

Poles

Very slow

Girders

Any speed

Cones

Death!

Trampoline

Work 'em out yourself

Dumper

Slow

Cement piles

Use as ramps



Go slow this 'aint easy!



Watch out for that hook!



Escargo

8



Speedy Spike

Fings

Big Baddies



Egg-citement



Crispin



Free-Range



Fredie



Lady Bird



Escurgo



Menacing Mike



Dollar dive!

9

Mad Brad



Walter



Collect coins in levels for bonus points

Extra lives at 15000pts



30000pts

45000pts

Use all of
your skills
to get the
coins



And jump to
catch all the
juicy fruit



Crispin

Bonus game: collect all the tasty fruit!



Orange



Apple



Cherries

10

Speedy Spike



Hints and Tips

Take your time to learn all the courses -
Don't just go flat out, 'cos you won't get very far!
Each obstacle has its own set of problems to tackle.
E.G. You can't jump out of water, but you can jump off
the lily pads.

Always try to land with the front wheel raised.

* If you hear a special tune and the screen goes
grey, you have found a hidden cheat! Yeah!!



* Use the Turbo sparingly (Button B)

Mad Brad



**Menacing
Mike**



Watch out!
Menacing Mike will
try his hardest to
make you crash out.



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CODEMASTERS™

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CAMERICA®



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ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.

David and Richard Darling started writing video games while they were in their early teens and still at school in England.



From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be runaway best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the world's best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

Nintendo ENTERTAINMENT SYSTEM

FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

- ① This device may not cause harmful interference and
- ② This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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